Parker Cline

(408)-705-5134 | parker@cline.cc | linkedin | website

About Me

Seeking a role as an Escape Room Developer to craft immersive, tech-driven experiences that blend creativity with interactivity. Creative and uniquely cross-skilled developer with a strong foundation in interactive systems, combining expertise in software, hardware, and fine art. Hands-on experience with all major operating systems, a range of programming languages, and custom hardware/software development. Actively involved in Game Jams and open source projects, fusing technical precision with imaginative design. Known for a scrappy, resourceful approach to rapid problem-solving.

Technical Skills

- Programming Languages: Python, Lua, C#, Rust, Go, Java
- Hardware: Arduino, Raspberry Pi, Automation, Lighting, Electrical, Soldering
- Software: Vim, VSCode, Zed, Adobe Suite, Microsoft Office, Unity, Godot, Node-Red
- Operating Systems: Linux, Windows, MacOS
- Virtual Machines: Proxmox, VMWare, VirtualBox, VirtKVM
- Productivity: Jira, Trello, Notion, ClickUp, Git, GitHub

Experience

Beat The Lock Escape Rooms

Game Developer   February 2025 – Ongoing
Santa Clara, California

- Developed custom game-host software to manage puzzle logic, room states, and real-time player feedback.
- Engineered and deployed custom Linux services on Raspberry Pi to control and automate physical escape room puzzles.
- Designed and implemented a web-based room and puzzle management interface using Node-RED, enabling real-time monitoring and manual overrides.
- Integrated MQTT to facilitate reliable, low-latency communication between puzzle components and a central control system.
- Authored comprehensive design and technical documentation for new puzzles, detailing hardware schematics, software architecture, and interaction design.
- Redesigned legacy puzzles to modernize user inputs, improve reliability, and enhance the player experience by introducing intuitive, responsive interaction methods.

Key Skills:
- **Technologies:** Raspberry Pi, Linux system services, Node-RED, MQTT
- **Programming:** Python, JavaScript, embedded systems
- **Design:** Puzzle design, UX for physical interactions, rapid prototyping
- **Other:** Technical documentation, systems integration

OMESCAPE - Real Room Escape Game

Lead Programmer   January 2021 - August 2024
Sunnyvale, California

- Developed maintainable, scalable software enabling system interaction via GPIO and WebSockets.
- Engineered interactive experiences using Arduino and Raspberry Pi, blending physical and digital elements.
- Authored clear, comprehensive project documentation tailored for both technical maintainers and non-technical game masters.
  - Designed for easy understanding by less technical readers.

- – Included detailed architecture and maintenance guidance for developers.
- Built and administered Linux-based servers and databases to support puzzle logic, logging, and automation.
- Implemented a local VoIP system for in-room communication between players and hosts.
  - – Integrated with rotary phones to preserve thematic immersion.
  - – Included playback of context-specific pre-recorded messages.
- Delivered projects with high customer satisfaction and minimal need for post-deployment adjustments.
- Operated independently on end-to-end development, from concept to deployment and support.

Key Skills:

- **Technologies:** Embedded systems, Arduino, Raspberry Pi, GPIO, WebSockets, VoIP (Asterisk or similar)
- **Programming:** Python, C/C++, shell scripting
- **Systems:** Linux server administration, hardware-software integration
- **Documentation:** Technical writing, user documentation

Private Projects

- **Cicada**: An easy to use python library for creating Escape Room puzzles using Raspberry Pi and Rasberry Pi Pico, built to feel like a Game Engine.
- Self-hosted Proxmox cluster running Ubuntu Server containers for open-source software.
  - – Runs virtualized Windows 10 with PCIe Passthrough and low-latency remote viewing.
  - – Runs several common home server softwares, including Plex, NextCloud, HomeAssist, and others.

Education & Training

- **Undergraduate Coursework**, Game and Interactive Media Design; Academy of Art University 2020 - 2023
- **Unity Programming Certification**; Unity Certification Number: 90088844

Interests

Competitive Game Jams Participant

- Participated in 6 public game jams as lead developer and director.
- **GitHub Game Off**: Scored 8th in Gameplay, 23rd Overall.
- Other events include Ludum Dare and GMTK Game Jam, consistently scoring in the top 20%.